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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 14:44:00 GMT

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I know Renegade is supposed to be a team based game but, what ever happend to the team? When I play, everyone acts like a loner and does stuff by thmeselves. Sure there is the ocassional engie rush but, where is the 2 Med tank, 1 Mammy tank combo or, the 3 Light tank, 2 Artillery combo. What happend to team-work all around?

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 15:32:00 GMT

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i have to agree with you on that. sometimes people have there own agenda, and ignore the team's needs. particular sticking points are vehicle theft, because it makes you look out for enemies on your own team. also when people push you into enemy fire in non-rush situations. this is like indirectly aiding the OpFor(Oppossing Force).

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 15:43:00 GMT

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by saying "what happened to the teamwork" your implying that it did exist. after 3 days of trying to do some teamwork I gave up because my team is to stupid/retarded to listen to me.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 16:05:00 GMT

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It's all those darn n00bs! Down with the n00bs!

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 16:08:00 GMT

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quote:Originally posted by bigejoe14:It's all those darn n00bs! Down with the n00bs! No one can disagree with that

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 16:26:00 GMT

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and alot of the people who try to be leaders are just idiots

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 16:47:00 GMT

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I agree with you 100\%Really, I dont care what my team does anymore. Every time our base is under attack,they just go attack and dont attend to the problem. Today, I was playing on the Mesa Map. I was on the GDI team. All the Nod team did was send one flame tank, and everyone went to go attack. I was the only one trying to blow up the flame. The GDI counterstrike failed, and the flame did some serious damage. I, by myself, blew up the flame. Then my team stared to say, " Jindi007(me) didn't do nothin." I was shocked and appauled! I was the only one defending, and they did nothing. We lost greatly.Anyways, the point of this post is to show that teamwork is dead, and when you do somthing good for the team, they blame everything on you.[ May 11, 2002: Message edited by: jindi007 ]

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 16:53:00 GMT

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I agree with you. I noticed a lot of great teamwork during the first month. Now, it's pretty much half and half. I do my best with teamwork by communication as much as I can by informing then of upcoming attacks, vehicle/building/infantry repairs and guarding. What I really hate is a bossy player who think he's Mister Know-It-All. Sometimes, I'll come in a game and this guy is like..."follow me!" "don't buy the flamer!" "jeez, u buy artillery? i don't want you!" Sometimes, me and someone else will both buy a flame tank. I come out and get in mine (since I could get in right away, it's obviously mine) and he comes running out accusing me of stealing his when his is sitting right behind him. He then starts requesting the host to kick me out. Sheesh!

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 16:54:00 GMT

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some people are soo dum the don't listen because they think u are a no0B

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 19:40:00 GMT

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The only teamwork I ever see is "buy mammoth" and "buy flamer", which usually ends in four

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mammoths/flamers assembling in the base, with the fifth necessary one trying to run away and die early. Other times, teamwork takes the form of one person buying a med tank, then another sees this and buys MRLS, and another buys a APC, and all three run off to the nod base and die in a uncoordinated, muddled melee.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 19:41:00 GMT

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no see all the teamwork was scared by the newbies, and it all ended up in the WOLF servers

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 19:47:00 GMT

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Teamwork is strictly a clan based sport for real gaming. Any FPS on a pub goes under the rules of every man/woman for themself. CS, TFC, HL, UT, Q, OF, MOH, JO, T, T2, ect.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 19:59:00 GMT

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People don't listen because they just want to play and fight. Whenever i try to rally plays everyone just ignores me... execpt in some cases.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sat, 11 May 2002 22:57:00 GMT

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I know if we all just pull together, (I know, thats crusty) we could make the multiplayer way better then it already is. It always feels best to be part of a team and not a loner. WW ment this game to be a team-based multiplayer experience, not a blow off everyones head experience.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sun, 12 May 2002 02:09:00 GMT

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quote:Originally posted by jindi007:I agree with you 100% Really, I dont care what my team does anymore. Every time our base is under attack, they just go attack and dont attend to the problem. Today, I was playing on the Mesa Map. I was on the GDI team. All the Nod team did was send

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one flame tank, and everyone went to go attack. I was the only one trying to blow up the flame. The GDI counterstrike failed, and the flame did some serious damage. I, by myself, blew up the flame. Then my team started to say, " Jindi007(me) didn't do nothin." I was shocked and appauled! I was the only one defending, and they did nothing. We lost greatly. Anyways, the point of this post is to show that teamwork is dead, and when you do something good for the team, they blame everything on you. [ May 11, 2002: Message edited by: jindi007 ] The reason why people go to attack (often) is because it gives more points. I think repairing already gives plenty of points, but I think repairing your teammates and killing enemy vehicles in your base should give more points. By the latter I mean that there should be a "designated base area", which should make enemies more valuable in terms of points than they usually are. This would encourage people to defend as they could also get some points for this. Note: I think this would make sense, but if you think it's "from the deep" then just forget about it.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sun, 12 May 2002 05:22:00 GMT

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quote:Originally posted by bigejoe14:I know Renegade is supposed to be a team based game but, what ever happend to the team? When I play, everyone acts like a loner and does stuff by thmeselves. Sure there is the ocassional engie rush but, where is the 2 Med tank, 1 Mammy tank combo or, the 3 Light tank, 2 Artillery combo. What happend to team-work all around? To hope that people will listen your every words is useless...Try this.

[http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get\\_topic&f=2&t=000859](http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic&f=2&t=000859)

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sun, 12 May 2002 06:24:00 GMT

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Yeah and WW really helped by giving us such amazingly useful radio commands as 'Take the point' !! They really should have learned from Tribes 2, in which it was actually quite easy to co-ordinate attacks - 'Defend/Attack the Flag/Generator etc.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sun, 12 May 2002 21:26:00 GMT

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Try playing on NON LADDERED Servers they don't help your ranking but Team Play does exist on them. Too many people think that the ladder is an All Important Holy Grail type thing. I feel that the ladder does more damage than good for this game. Too many glory hounds wanting to grab points instead of defend or repair or play smart. Then they want to spam "Building needs repair" or "defend the base" while they fail to realize the the one person who is still at the base on defense cant stop the entire enemy force.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sun, 12 May 2002 21:33:00 GMT

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Teampplay packed up and left the n00bs behind, and came to the PW protected wolf servers =P

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Sun, 12 May 2002 21:46:00 GMT

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\*cough\*wolf servers\*cough\*

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Mon, 13 May 2002 01:35:00 GMT

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Thats the problem between ranking and non ranking in a ranking game i repair my teammates this will help you win the game. Most of the times the problem is that someone sees a adv engi running in a building and he got a character worth 1000 cor he's in a tank. He won't change it with an engi to repair the bombs. Building destroyed. And those people that ruin the mines. Placing them everywhere but not on the right place. If someone says building needs repair press the [J] key so you can see if it really need repair. Look at this often. Also do this if your gonna shoot a building press the [K] key to look if a building already got damage. And only say building needs repair when they need it. And for those i need repair messages do this ones OR JUST REPAIR your OWN vehicle.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Mon, 13 May 2002 03:58:00 GMT

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Other thing.....When you see an apc or transport heli enter your base and your the only one that sees it. What you do. You can say building needs repair. But al your teammates will think your stupid cause all the buildings are full health. Most of times i say building needs repair defend powerplant to let know wich building i mean. The problem is how to let your teammates know that there are 5 engis in the Powerplant.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Mon, 13 May 2002 06:32:00 GMT

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quote:Originally posted by dmc321:Other thing.....When you see an apc or transport heli enter your base and your the only one that sees it. What you do. You can say building needs repair. But

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al your teammates will think your stupid cause all the buildings are full health. Most of times i say building needs repair defend powerplant to let know wich building i mean. The problem is how to let your teammates know that there are 5 engis in the Powerplant. That's because Westwood doesn't want to give us proper radio commands.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Mon, 13 May 2002 06:36:00 GMT

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quote:Originally posted by dmc321:Other thing.....When you see an apc or transport heli enter your base and your the only one that sees it. What you do....I press F3, type "enemy APC in our base !!" then try to stop them. There is more than radio commands in this game. Most ppl are just to lazy/slow to type. Mfg, ChaosE Who is General Failure ? And why is he reading my hard disk !?!

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Mon, 13 May 2002 12:32:00 GMT

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Teamwork can be achieved, I've been in games that have been great fun because people listen to what others were saying (especially when a guy from the other team doesn't know how to send team messages and announces to everybody that he has a becon: DUMBGUY: I have a becon<long silence> DUMBGUY: What do you mean don't tell the opposition? ONEFOURTEAM: quick get DUMBGUY) The one problem with trying to do teamwork is LAGGGGLAGLLLLAAGG!! Once on the city map I jumped into a APC of a teammate to comence attack on the GDI base along with four other people. after a slow start the driver tried to take us up the high road but lag caused him to drive off the side of the ramp and the APC exploded leaving us all dumpfounded.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Mon, 13 May 2002 13:06:00 GMT

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Oh and one other thing. In the deal with large assaults like with tanks..... where in the world are the techs? That's one of many fallen teamwork tactics. Some people are to scared to be small and vulnerable to the world. So now the person who bought, the tank has to be a tech and repair his own tank, tankin' the risk of getting the thank jacked. We gotta start bringing the techs with the tanks now. I know it will really help.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Mon, 13 May 2002 13:26:00 GMT

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GOD I HATE THE \*\*\*\*ING CENSOR THAT WESTWOOD USES LET US SAY WHATEVER THE \*\*\*\* WE WANT!!!!!!!!!!!!!!!

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Tue, 14 May 2002 03:51:00 GMT

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quote:Originally posted by silentson:GOD I HATE THE \*\*\*\*ING CENSOR THAT WESTWOOD USES LET US SAY WHATEVER THE \*\*\*\* WE WANT!!!!!!!!!!!!!!! I think Weatwood might disagree. Vulgar language here id bad enough already, as I think this forum (tactics & ...) isn't moderated at all.

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Tue, 14 May 2002 06:13:00 GMT

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quote:Originally posted by ChaosE:I press F3, type "enemy APC in our base !!" then try to stop them. There is more than radio commands in this game. Most ppl are just to lazy/slow to type. With 6 timed c4 on the mcp and 3 adv enemy engies runnin around you don't got time for that one. But on the other you already know its gonna blow like hell so what. [ May 14, 2002: Message edited by: dmc321 ]

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Tue, 14 May 2002 06:16:00 GMT

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quote:Originally posted by dmc321:Other thing.....When you see an apc or transport heli enter your base and your the only one that sees it. What you do. quote:Originally posted by ChaosE:I press F3, type "enemy APC in our base !!" then try to stop them. There is more than radio commands in this game. Most ppl are just to lazy/slow to type. With 6 timed c4 on the mcp and 3 adv enemy engies runnin around you don't got time for that one. But on the other you already know its gonna blow like hell so what. [ May 14, 2002: Message edited by: dmc321 ]

][[/QB]]/QUOTE][ May 14, 2002: Message edited by: dmc321 ]

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Tue, 14 May 2002 06:58:00 GMT

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quote:Originally posted by eae:I think Weatwood might disagree. Vulgar language here id bad enough already, as I think this forum (tactics & ...) isn't moderated at all. No Duh westwood would

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agree thats why they use the censor moron!

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Tue, 14 May 2002 13:29:00 GMT

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It's rather hard to get your team to work together in time of perils. I was on Nod in City, and I think they had taken out our Hand (and later our Ob), so I called a stealth rush. We had about 4 stealths on the way, when unfortunately, ALL of them started firing at an enemy APC running by. 1 or 2 firing is enough, but all of us firing sorta gives away the suprise. Few minutes later, me and one of my friends were at the barracks already. To my dismay, 2 of the stealths were AWOL on the other side of the map, so we decided to attack and failed. We all bought stealths again, and this time we attacked the Weap Factory. We actually got there in one piece and destroyed the factory, but everyone ignored my call for retreat and every single one of our tanks got fragged (and they had a clear escape route, and didn't take it) But we finally pulled through when we brought 2 stealths and 2 artilleries and took out the Power plant and later the entire base (at the same time, our Ob went down). But it takes an annoying ammount of effort to keep your team together

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Subject: What happend to team-work?

Posted by [Anonymous](#) on Tue, 14 May 2002 14:26:00 GMT

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I agree with the general sentiment. Teamwork seems to be dead, but that's not the only thing that's gone down the tube. Part of the problem is people just don't know how to use the tools they've got. A Havoc isn't any good if you can't hit the minigunner that's charging you (something I actually did to a Havoc), and the MRLS just isn't made for short range combat. Also, too many people think that the more expensive a unit is, the better it is, which simply isn't true. A minigunner, IMO, is much better at taking out buggies/humvees, MRLS/Artilleries, and helis than, say, a Deadeye, and you can't imagine how many times I've seen a Havoc shooting at my Med/Mammoth Tank while I was rolling toward the enemy base. If people just took the time to learn how to use the units they have (like I did with the Machine Gun, my favorite sniping weapon), then they'd be able to pull off spontaneous rushes without much talk between them. Of course, that only solves half the problem. People still need to learn how to work together to beat the enemy, not go off on their own to rack up the points. BTB, I once took out a Flamer with a Sakura inside with a Grenadier on my own without dying one time on Under. BTB, I agree that the filters filter out too much, which interfer's with saying things like do\*\*\*entation, but I also think that they need some sort of Language filter, because without it, there would just be too much vulgarity. [ May 14, 2002: Message edited by: Magius del Cotto ]

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